Page 1, Line 23, replace the paragraph beginning there with the following:

Untrained keyboard operators use what is called the "hunt and peck" system. Usually they use only their two forefingers or at most their four best fingers, the forefingers and middle fingers. This method requires that the typist keeps their eyes on the keyboard and this affects productivity. Although some of these typists can type about as fast as touch typists, very fast hunt and peck typing is more tiring than for the touch typist because the hands have to leap all around the keyboard to reach all the keys with only two or four fingers. In summary, to "keyboard" correctly, the typist must use the touch typing method described above. There is no middle ground in proper typing; if the typist is not typing correctly, he is typing incorrectly. Similar problems arise in the use of keypads.

Page 2, Line 23, replace the paragraph beginning there with the following:

There is disclosed herein a key for a keyboard or keypad, said key having an upper finger engaged surface of generally square or rectangular configuration so as to have a top edge portion remote from a user, a bottom edge portion adjacent the user, a left edge portion and a right edge portion, said key further having:

Page 4, Line 18, replace the paragraph beginning there with the following:

(vii) a ridge on the next adjacent or next two adjacent keys to said bottom left end key of the bottom row adjacent the bottom edge portion thereof extending generally parallel to the rows,

2

Page 6, Line 22, replace the paragraph beginning there with the following:

The keys of the standard keyboard 10 are generally identical in shape and size, except for the outer function and modifier keys which are usually horizontally elongated in order to give the complete standard keyboard a generally rectangular appearance. A normal key includes an upper finger engaging surface 2 of a generally square or rectangular configuration having a top edge portion 3 remote from a user, a bottom edge portion 4 adjacent a user, a left edge portion 5 and a right edge portion 6.

Page 7, Line 1, replace the paragraph beginning there with the following:

The standard keyboard generally consists of a main alphanumeric body of at least three, but usually five, parallel, horizontal rows of keys (FIG. 1). At least three rows could consist of a top row remote from a user, a middle row and a bottom row adjacent a user, the rows generally consisting of a series of alphanumeric keys followed by a series of function keys. For example, in Figure 1, each of the three middle rows 12, 13, 14 include a sequence of alphabetical and grammatical characters (such as the QWERTY or Dvorak sequence), bordered on the end of each row by modifier or function keys of some sort. That is, row 12 remote from the user has its alphanumeric keys starting with Q on the far left edge and finishing with P on the far right edge. Row 13 is an intermediate row and has its alphanumeric keys starting with A on the far left edge and finishing with L on the far right edge. Similarly, row 14 being adjacent a user has its alphanumeric keys starting with Z on the far left edge and finishing with M on the far right.

Page 8, Line 8, replace the paragraph beginning there with the following:

The foundation of the improved keyboard 20 the subject of at least a preferred embodiment of this invention, one variation of which is shown in FIG. 3, is the idea of providing certain keys with the means of generating a specific feedback. The feedback differs according to the position of the key and is such that the feedback of certain keys together, creates a virtual "box" within which the fingers can travel. In other words, the keys are so modified that a "wall" is created, which wall the fingers sense and within which wall they are guided (and almost forced) to operate. Therefore, not only the specific design of the keys gives the typist the exact feel for where the finger is, but also the keys are so modified that they almost "force" the typist to stay within the "walls" that the modifications have created.

Page 9, Line 1, replace the paragraph beginning there with the following:

2. The key "R" 24 has a generally "L" shaped ridge 25 applied to the top border and to the right border (FIG. 2B). The ridge 25 is designed so that it will provide a finger with the feedback information that it has reached a specific position on the keyboard 20 namely, the upper right corner of the same imaginary rectangular box 23 described in 1 above. It should be noted, however, that the "L" shaped ridge could be formed by two separate ridges, one on the top border and one on the right border.

Page 9, Line 8, replace the paragraph beginning there with the following:

3. The key "V" 26 has a generally "L" shaped ridge 27 applied to the bottom border and to the right border (FIG. 2C). The ridge 27 is

4

designed so that it will provide a finger with the feedback information that it has reached a specific position on the keyboard 20 namely, the lower right corner of the same imaginary rectangular box 23 described in 1 above. It should be noted, however, that the "L" shaped ridge could be formed by two separate ridges, one on the bottom border and one on the right border.

Page 9, Line 15, replace the paragraph beginning there with the following:

4.   The key "Z" 28 has a generally "L" shaped ridge 29 applied to the bottom border and to the left border (FIG. 2D). The ridge 29 is designed so that it will provide a finger with the feedback information that it has reached a specific position on the keyboard 20 namely, the lower left corner of the same imaginary rectangular box 23 described in 1 above. It should be noted, however, that the "L" shaped ridge could be formed by two separate ridges, one on the bottom border and one on the left border.

Page 9, Line 24, replace the paragraph beginning there with the following:

5.   The keys "A" 30 and "F" 31 each have one ridge 32, 33 applied to the left border in the case of the key "A" 30 and to the right border in the case of the home key "F" 31 (FIG. 2E and FIG. 2F). These ridges 32, 33 are designed so that they provide the two fingers designated to use these keys with the feedback information that the fingers are in a "middle" row since the feedback is that of a lateral ridge without a corner. In other words, the finger senses that it is not in a "corner" position.

5

Page 10, Line 9, replace the paragraph beginning there with the following:

7. The key "P" 36 has a generally "L" shaped ridge applied to the top border and to the right border (similar to as shown in FIG. 2B). The ridge is designed so that it will provide a finger with the feedback information that it has reached a specific position on the keyboard namely, the upper right corner of the same imaginary rectangular box 35 described in 6 above. It should be noted, however, that the "L" shaped ridge could be formed by two separate ridges, one on the top border and one on the right border.

Page 10, Line 17, replace the paragraph beginning there with the following:

8. The key "M" 37 has a generally "L" shaped ridge applied to the bottom border and to the left border (similar to as shown in FIG. 2D). The ridge is designed so that it will provide a finger with the feedback information that it has reached a specific position on the keyboard namely, the lower left corner of the same imaginary rectangular box 35 described in 6 above. It should be noted, however, that the "L" shaped ridge could be formed by two separate ridges, one on the bottom border and one on the left border.

Page 10, Line 25, replace the paragraph beginning there with the following:

9. The key "/" 38 has a generally "L" shaped ridge applied to the bottom border and to the right border (similar to as shown in FIG. 2C). The ridge is designed so that it will provide a finger with the feedback information that it has reached a specific position on the keyboard namely, the lower right corner of the same imaginary rectangular box 35